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Subject: CW\_PDMENU enhancement

Posted by [meinel](#) on Mon, 03 Oct 1994 15:12:13 GMT

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I have added a button sensitivity switch to CW\_PDMENU. I use it for putting menu item separators in pull-down menus.

NAME:

MY\_PDMENU

PURPOSE:

MY\_PDMENU is a compound widget that simplifies creating pull-down menus. It has a simpler interface than the XPDMENU procedure, and includes a button sensitivity feature not found in CW\_PDMENU.

CALLING SEQUENCE:

widget = MY\_PDMENU(Parent, Desc)

INPUTS:

Parent: The ID of the parent widget

Desc: An array of structures, each of which has the following definition:

```
{MY_PDMENU_S, flags:0, name:"", sense:0}
```

"flags" and "name" are the same as used in CW\_PDMENU.

The "sense" tag specifies the sensitivity of the button.

EXAMPLE:

The following is the description of a menu bar with one button.

"File" is a pull-down menu containing "Open...", "New" and "Quit".

"-----" is a desensitized item used as a separator.

```
;make sure MY_PDMENU_S is defined
```

```
junk = {MY_PDMENU_S, flags:0, name:"", sense:0}
```

```
;The description
```

```
desc = [{MY_PDMENU_S, 3, 'File', 1}, $  
        {MY_PDMENU_S, 0, 'Open...', 1}, $  
        {MY_PDMENU_S, 0, 'New', 1}, $  
        {MY_PDMENU_S, 0, '-----', 0}, $  
        {MY_PDMENU_S, 2, 'Quit', 1}]
```

```
;Create the widget
```

```
base = widget_base()
```

```
menu = MY_PDMENU(base, desc, /RETURN_FULL_NAME)
```

```
WIDGET_CONTROL, /REALIZE, base
```

```
repeat begin
```

```
ev = WIDGET_EVENT(base)
print, ev.value
end until ev.value eq 'File.Quit'
WIDGET_CONTROL, /DESTROY, base
end
```

The modifications that are made to CW\_PDMENU are:

Globally replace CW\_PDMENU with MY\_PDMENU

In PRO MY\_PDMENU\_BUILD add the line

```
sensitive = desc(cur).sense
after the line "dname = desc(cur).name"
```

Change

```
WIDGET_CONTROL, new, SET_UVALUE=uvalue
```

to

```
WIDGET_CONTROL, new, SET_UVALUE=uvalue, SENSITIVE=sensitive
```

Ed

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